

Claims

1. Gaming apparatus operable by a player to simulate a card game in which a hand of cards is dealt to the player, the apparatus comprising:

5 input means operable to receive instructions initiated by a player and relating to the playing of the game;

 output means operable to provide data for creating a display image representing the current state of the game being played, and

10 control means operable to maintain a record of the current state of the game being played, to modify the record in accordance with the rules of the game, and to cause the display image data to be updated as the game progresses,

 and wherein the apparatus is operable to cause the display image data to create an image of a player hand including at least one obscured card

15 when first dealt, and is further operable to modify the display image data in accordance with player instructions received by the input means, to cause the created image to reveal the or each obscured card in a manner determined by the player.

20 2. Apparatus according to claim 1, in which the control means is operable in response to received instructions to control the speed and/or order and/or timing of obscured cards being revealed.

25 3. Apparatus according to claims 1 or 2, in which the apparatus is operable to provide an image of a partially revealed card.

4. Apparatus according to any of the preceding claims, in which the whole of the player hand is initially obscured.

30 5. Apparatus according to any of the preceding claims, in which the apparatus is operable to provide display image data which creates an image in which an obscured card is represented by an image of a face down card.

6. Apparatus according to any of the preceding claims, in which the input means includes player control means by which instructions are initiated.
- 5 7. Apparatus according to claim 6, in which the player control means includes a touch screen means and/or mechanical or electro-mechanical actuators and/or image locations selectable by a player control to indicate a corresponding instruction.
- 10 8. Apparatus according to any of the preceding claims, in which the output means includes a display means operable in response to display image data to create a display image.
- 15 9. Apparatus according to any of the preceding claims, in which the input means and output means communicate over a network to receive instructions and provide display image data.
- 20 10. Computer software which, when installed on a computer system, is operable to provide gaming apparatus according to any of the preceding claims.
11. A carrier medium carrying computer software according to claim 10.
- 25 12. A carrier medium according to claim 11, in which the carrier medium is a memory device.
13. Gaming apparatus operable by a player for the simulation of a card game in which a hand of cards is dealt to the player, the apparatus comprising:
 - 30 player control means operable by a player to initiate instructions relating to the playing of the game; and
 - display means operable to receive display image data representing the

current state of a game being played and to create a display image corresponding thereto;

the player instructions being sent to, and the display image data being received from control means operable to maintain a record of the current state
5 of the game being played, to modify the record in accordance with the rules of the game, and to cause the display image data to be updated as the game progresses, and wherein the control means is further operable to cause the display image data to create an image of a player hand including at least one obscured card when first dealt, and to modify the display image data in
10 accordance with the player instructions initiated by the player control means to cause the created image to reveal the or each obscured card in a manner determined by the player.

14. Apparatus according to claim 13, in which the player control means are
15 operable by a player to create player instructions which control the speed and/or order and/or time at which an obscured card is revealed.

15. Apparatus according to claims 13 or 14, in which the control means are
operable to cause the display image data to create an image of a partially
20 revealed card.

16. Apparatus according to any of claims 13 to 15, in which an image of an obscured card is presented as an image of a face down card.

25 17. Apparatus according to any of claims 13 to 16, in which the player control means include a touch screen and/or mechanical or electro-mechanical controls and/or an image region selectable by a player to initiate a corresponding instruction.

30 18. Apparatus according to any of claims 13 to 17, in which the apparatus communicates with the control means over a network.

19. Computer software which, when installed on a computer system, is operable to provide gaming apparatus according to any of claims 13 to 18.

20. A carrier medium carrying computer software according to claim 19.

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21. A carrier medium according to claim 20, in which the carrier medium is a memory device.

10 22. A carrier medium according to claim 20, in which the medium is a transmission medium, the software being carried by a signal propagating on the transmission medium.

15 23. A signal propagating on a transmission medium, the signal representing software which, when installed on a computer system, is operable to provide gaming apparatus according to any of claims 13 to 18.

24. A method of simulating a card game for playing by a player, the game being in the form in which a hand of cards is dealt to the player, the method including:

20 receiving instructions initiated by a player and relating to the playing of the game;

providing data for creating a display image representing the current state of the game being played; and

25 maintaining a record of the current state of the game being played, modifying the record in accordance with the rules of the game, and causing the display image data to be updated as the game progresses;

and wherein the display image data is caused to create an image of a player hand which includes at least one obscured card when first dealt, and is modified in accordance with player instructions received, to cause the created image to reveal the or each obscured card in a manner determined by the player.

25. A method according to claim 24, in which the obscured card or cards are revealed at a speed and/or order and/or time set by the player.
26. A method according to claims 24 or 25, in which the method causes an image of a partially revealed card to be provided to a player.
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27. A method according to any of claims 24 to 26, in which initially, all cards of the player hand are obscured.
- 10 28. A method according to any of claims 24 to 27, in which the display image data causes an obscured card to be represented by an image of a face down card.
- 15 29. A method according to any of claims 24 to 28, in which the instructions and/or display image data are transmitted over a network.
30. Gaming apparatus operable by a player to simulate a card game in which a hand of cards is dealt to the player, the apparatus comprising:
 - input means operable to receive instructions initiated by a player and relating to the playing of the game;
 - output means operable to provide data for creating a display image representing the current state of the game being played, and
 - control means operable to maintain a record of the current state of the game being played, to modify the record in accordance with the rules of the game, and to cause the display image data to be updated as the game progresses;

25 and wherein the apparatus is operable to receive a player instruction representing at least one wager criterion, and to assess the player hand in accordance with the wager criterion or criteria, and to effect the placing of a wager, without player intervention, in the event that the wager criterion or criteria are met.

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31. Apparatus according to claim 30, in which a wager criterion is interpreted as a minimum hand strength required for a wager to be placed.

32. Apparatus according to claim 31, in which the cards of a player hand
5 are sequentially assessed by the control means and a wager is placed if the hand meets the or a wager criterion, without further assessment being made.

33. Apparatus according to any of claims 30 to 32, in which the apparatus is operable to cause the display image data to create an image of a player
10 hand which includes at least one obscured card when first dealt.

34. Apparatus according to claim 33 when dependent on claim 32, in which cards remain obscured if they have not been incorporated in an assessment of the strength of the hand against the wager criterion or criteria.
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35. Apparatus according to claims 33 or 34, in which the apparatus is further operable to modify the display image data in accordance with player instructions received by the input means, to cause the created image to reveal the or each obscured card in a manner determined by the player.
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36. Computer software which, when installed on a computer system, is operable to provide gaming apparatus according to any of claims 30 to 35.

37. A carrier medium carrying computer software according to claim 36.
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38. A carrier medium according to claim 37, in which the carrier medium is a memory device.

39. Gaming apparatus operable by a player for the simulation of a card game in which a hand of cards is dealt to the player; the apparatus comprising:
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player control means operable by a player to initiate instructions

relating to the playing of the game; and

display means operable to receive image data representing the current state of a game being played and to create a display image corresponding thereto;

5 the player instructions being sent to, and the display image data being received from control means operable to maintain a record of the current state of the game being played, to modify the record in accordance with the rules of the game, and to cause the display image data to be updated as the game progresses, and wherein the control means is further operable to receive a
10 player instructions representing at least one wager criterion, and to assess the player hand in accordance with the criterion or criteria, and to effect the placing of a wager, without player intervention, in the event that the wager criterion or criteria are met.

15 40. Apparatus according to claim 39, in which a wager criterion is interpreted as a minimum hand strength required for a wager to be placed.

41. Apparatus according to claim 40, in which the cards of a player hand are sequentially assessed by the control means and a wager is placed if the
20 hand meets the or a wager criterion, without further assessment being made.

42. Apparatus according to any of claims 39 to 41, in which the apparatus is operable to cause the display image data to create an image of a player hand which includes at least one obscured card when first dealt.

25 43. Apparatus according to claim 42 when dependent on claim 41, in which cards remain obscured if they have not been incorporated in an assessment of the strength of the hand against the wager criterion or criteria.

30 44. Apparatus according to claims 42 or 43, in which the apparatus is further operable to modify the display image data in accordance with player instructions received by the input means, to cause the created image to reveal

the or each obscured card in a manner determined by the player.

45. Computer software which, when installed on a computer system, is operable to provide gaming apparatus according to any of claims 39 to 44.

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46. A carrier medium carrying computer software according to claim 45.

47. A carrier medium according to claim 46, in which the carrier medium is a memory device.

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48. A signal propagating on a transmission medium, the signal representing software which, when installed on a computer system, is operable to provide gaming apparatus according to any of claims 39 to 44.

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49. A method of simulating a card game for playing by a player, the game being in the form in which a hand of cards is dealt to the player, the method including:

receiving instructions initiated by a player and relating to the playing of the game;

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providing data for creating a display image representing the current state of the game being played; and

maintaining a record of the current state of the game being played, modifying the record in accordance with the rules of the game, and causing the display image data to be updated as the game progresses;

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and wherein a player instruction representing at least one wager criterion is received, and the player hand is assessed in accordance with the criterion or criteria, and a wager is placed, without player intervention, in the event that the wager criterion or criteria are met.

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50. A method according to claim 49, in which a wager criterion is interpreted as a minimum hand strength required for a wager to be placed.

51. A method according to claim 50, in which the cards of a player hand are sequentially assessed and a wager is placed if the hand meets the or a wager criterion, without further assessment being made.

5 52. A method according to any of claims 49 to 51, in which an image of a player hand is created which includes at least one obscured card when first dealt.

10 53. A method according to claim 52 when dependent on claim 51, in which cards remain obscured if they have not been incorporated in an assessment of the strength of the hand against the wager criterion or criteria.

15 54. A method according to claims 52 or 53, in which the display image data is modified in accordance with player instructions received by the input means, to cause the created image to reveal the or each obscured card in a manner determined by the player.

55. Gaming apparatus substantially as hereinbefore described and with reference to the accompanying drawings.

20 56. Computer software substantially as hereinbefore described and with reference to the accompanying drawings.

25 57. A carrier member substantially as hereinbefore described and with reference to the accompanying drawings.

58. A signal propagating on a transmission medium substantially as hereinbefore described and with reference to the accompanying drawings.

30 59. A method of simulating a card game for playing by a player substantially as hereinbefore described and with reference to the accompanying drawings.

60. Any novel subject matter or combination including novel subject matter disclosed herein, whether or not within the scope of or relating to the same invention as any of the preceding claims.